Subject: Re: [call_external] how to use it?
Posted by Stein Vidar Hagfors H[1] on Fri, 14 Dec 2001 19:53:26 GMT
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Craig Markwardt <craigmnet@cow.physics.wisc.edu> writes:

> Richard Hitier <hitier@cnrs-orleans.fr> writes:

> >

>> Thank you for the answers,

>>

>> at least I could get some nice results,

>>

- >> but it appears that I have to quit IDL interpreter as often
- >> as possible to have my C routine changes understood.

>>

>> Does any one knows something about this?

>>

- >> This is a bit uncomfortable, and I still can't understand
- >> why, but anyway I now know how to use call_ext.

>

- > I think the problem is that you haven't unloaded the object file.
- > Once it's loaded into memory, it doesn't matter what you do to the
- > file on disk. .full reset session will unload everything, so you can
- > start fresh.

The trouble is, you then start *really* fresh.. as in not having executed the startup file, etc.. So, if most of your overhead in "power cycling" IDL is in your IDL startup file, setting paths, looking up stuff, creating any special system variables etc etc, you won't gain all that much.... unless you use "state caching"... Let me dig a little bit here...ouch, cannot find those anymore.

The idea is to put in your IDL startup file statements which will detect the presence of a cache file (named after that particular machine only, of course, if you're in a networking environment), and skip the normal startup, doing only a "restore, 'thismachine-save.dat'" command that sets everything back to normal.

If the relevant cache file is *not* present, then you do the usual stuff, and then make the savefile with save,/all,filename='thismachine-save.dat'

Simple and effective	
	
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